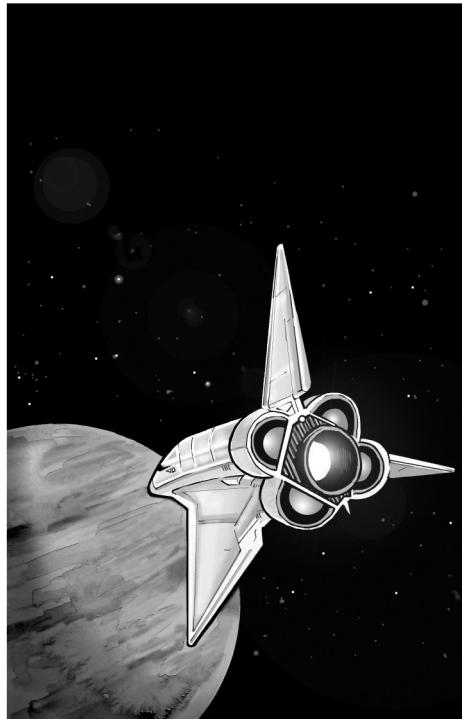


Legends of Time and Space presents

# Repel Boarders Starboard



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Nero V is a remote outpost in a lawless region of space. Its mission is to support several of the distant colonies on the periphery of the empire. Because of the distance from the empire, local government relies heavily on contractors. You have signed on as a general contractor, taking up random tasks as they are assigned. In the last several months, shipments of arms and supplies routed to the colonies have disappeared.

One day a distress signal comes in from Orion Waning, a colony three hyperspace jumps away. The signal indicates that the Orion outpost is under sporadic attack. Though fortified, the outpost has limited resources and few personnel. It can only hold out for a limited time, and requests evacuation.

Similarly short on supplies and men, the commander of Nero V asks you to fly the only available warship, a small corvette nicknamed the "Jelly Bean," to the colony's aid. The outpost musters a week of rations for 16 people, which will be stowed in the Jelly Bean's cargo bay.

Though the Jelly Bean is an obsolete vessel, at the frontier, it is the best warship around. With little intelligence, questionable equipment and no training, you embark on a mission to rescue the settlers at Orion Waning.

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## THE ADVENTURE

### Entries

The adventure comprises a series of numbered entries. Do not read the entries sequentially, they are intentionally scrambled. As you play, you will be directed to the different numbered entries.

### Options

While reading an entry, you will find options directly followed by numbers in parentheses. If you decide to take an option, turn immediately to the corresponding entry number. Continue playing from that point.

### Plot Words

Occasionally, an upper case word in parentheses follows a sentence or phrase. This indicates that you have now acquired this plot word. Retain all plot words until specifically instructed to discard them. Plot words have an impact on your fate.

### Game Board

Letters correspond to locations on the game board. For example, you might read that "You are at A in a Type III room." Find the Type III room on the game board and place your characters on the hexes marked A. If all A hexes are full, place your characters immediately adjacent.

### Cover

Characters hiding in the space immediately behind cover are 4/DX to hit rather than 3/DX.

### Characters

Players start with four 32-point characters, each with three skills. Characters are assumed to be at a low point in funds, otherwise, they wouldn't be doing this type of work. At least one character must take PILOT+1 as a skill.

### Encounters

If you select the *attack* option, you have initiative. If you select the *talk* option, decide what to say before continuing. Unless otherwise stated, adversaries surrender after taking 1/2 their ST or more in damage/fatigue. Dead

adversaries do not rejuvenate upon subsequent visits. Only after all adversaries are defeated can you loot bodies, search or leave through a different entrance than the one used to enter.

### Checking at Encounters

When the party is asked to pass a check at an encounter, the party elects one character. That character has one chance to pass the check, or he fails and the party suffers the consequences.

### Time

For record keeping purposes, time only passes while your ship travels in hyperspace. Each hyperspace jump takes one day of local time. Fighting or searching at local encounters takes no time.

### DIW

If the Jelly Bean goes DIW, you have failed your mission. You turn on the distress beacon, send a message to Nero V, and enter the suspended animation pods. Your last thoughts before going to sleep are hope that you will be recover by the Empire... if at all.

### Battle Station

While fighting at an encounter, crew are assumed to be wearing flak vests 3/0 with blasters 3D6 close by.

### Begin

You are at Nero V, at X=0, Y=0, Z=0. Your objective is to get to the Orion Waning colony at X+1, Y+1, Z+1. There you must evacuate the surviving colonists, and bring them safely back to Nero V. Go to instruction 000 and begin.

### 000

You board the old but reliable Jelly Bean. Engineering turns over and the ship comes to life. Though old, the hull is intact and strong, maneuver equipment solid, shields, weapons, communications and systems are all A-OK. Finally, you are satisfied that she is star worthy. To minimize the ship's profile and to avoid undue attention, you install a deception mask that sends

out signals similar to a tramp steamer rather than a corvette. The Jelly Bean has the following stats:

- 2D6/4, Maneuver+2
- Cargo4, Living2, Engineering2, Operations2.
- Planetary shuttle (in Cargo4)

Additionally, you find that the ship's armory has the following equipment:

- 4x blaster 3D6
- 4x landing suit 3/1
- 4x flak vest 3/0
- 4x 5ST med booster
- 2x portable power cells

When you are ready to move on, go to (001).

## 001

Your ship occupies a smooth and calming orbit around Nero V, the empire's last outpost on the frontier. Your systems are all functional, and you locate your current position on the ship's navigation panel. You can jump X+1 (009), Y+1 (027) or Z+1 (002).

If you are returning here after completing your mission, go to (046).

## 002

Your head pounds and nausea grips your stomach as you come out of hyperspace. Quickly orienting yourself, you scan the navigation screen. A strange alien vessel appears on the screen. You can hail it (005), or attack with initiative (003).

## 003

The crew beats feet to their battle stations as you sound general quarters, and dive into the attack. However, on the aliens' first turn, one alien teleports aboard the Jelly Bean adjacent to a random character and attacks. From then on, small craft maneuver turns take place alongside the interior battle, one turn for one turn. If the alien kills the pilot, the Jelly Bean is immobilized. If you win you can board the alien vessel (004), or you can jump X+1 (017), Y+1 (032) or Z-1 (001).

• *Alien Vessel: D6+1/3, Maneuver+1, Cargo2, Living2, Engineering2, Operations2.*

Crew:

- *Alien Pilot: ST14 DX12 IQ12; Claws D6; Pilot+1.*
- *Alien Warrior: ST14 DX12 IQ12; Claws D6.*

## 004

You board the operations section of the alien's craft. Looking around, you find strange and cryptic controls blinking with odd colors and lights. You now must fight the alien.

*When the battle is over, you find the aliens have stored some captured equipment in the cargo bay. There are 4x suits of Battle Armor 8/1, and*

*2x 5-point Med Boosters. On passing 3/IQ, you find what appears to be a human data module. You can take it if you want (CUBE) (003).*

- *Alien: ST14 DX12 IQ12; Claws D6*

## 005

Giving concise orders to the computer, you hail the strange craft on the open frequency. An image flashes on the screen, displaying an ugly humanoid alien with scaly, wet skin. You can't help but wonder if he smells as bad as he looks. The computer's translation engages, and the Alien warns in a computer-generated threatening tone: "You are violating Slotfedian space. Please immediately return the way you came, or you will be liquitated." You can plead your case (006), on passing 3/IQ against diplomacy you can negotiate (007), you can immediate depart in the direction from which you came X+1 (017), Y+1 (032), Z-1 (001); or you can attack, though the aliens will have initiative (003).

## 006

You explain that you are on a desperate rescue mission and you plead for their assistance in helping you speed on your way. The aliens contemplate only momentarily, and the leader replies "on a mission to rescue humans?"

Before you think it out carefully, you hear yourself blurt out, "Yes, to rescue colonists, on the brink of disaster." The screen goes blank and the aliens attack with imitative (003).

## 007

You apologize profusely, acknowledging the alien's uncontested authority in the current sector. You tell the alien that you will correct your records and for future reference, you will record their sovereignty over this sector. You graciously ask their permission to pass.

The computer interprets the alien's mannerism as that he is contemplating something. The alien responds, telling you that you should proceed with caution. At X+1 there is apparently a space junkyard, but in actuality there seem to be local warlords arming for war. At Y+1, there are EM storms that can cause havoc with navigation and computer equipment. "Proceed with caution" he warns. The screen goes blank. Continue X+1 (017), Y+1 (032) or Z-1 (001).

## 008

You remember the alien data module, and jury-rig a connector that enables you to read the information within. The computer is able to assimilate some of the information, and it shows that the current entry is a space junkyard, where old and obsolete craft are stored. (017).

*On passing 3/IQ against Systech, you are also able to translate footnotes that indicate*

suspicions that the craft in the junkyard are actually being prepared as a war fleet for one of the sector's warlords.

## 009

You exit hyperspace around a single-planet solar system. The planet is gigantic; the gravity too great for it to be viably explored. Initial probes have shown the moons to be void of valuable minerals, and as such, the system has not been exploited.

On passing 3/IQ+System, you seem to detect a localized vessel, but your sensors do not show definitive location. If there is a vessel here, it is masked. You may hail on an open frequency (012) or seize initiative, go to general quarters (010).

## 010

Without wasting time or endangering your crew, you sound general quarters. Your crew darts to battle stations, raise shields, and train weapons. A hostile pirate vessel comes out of cloaking, weapons firing. If you win, you may board the pirate vessel (011), or continue (014).

- D6/3, Maneuver+1, Cargo4, Living1, Engineering1, Operations1.
- Pirate Pilot: ST10 DX11 IQ11; Pilot+1.

## 011

Sweat trickles down your brow, though your limbs feel entirely cold. You don landing suits (or battle armor if you have it) and raise your blasters, preparing to board the pirate vessel.

*Enter at A in a 3x3 ops section room. Three pirates and the pilot survived the battle. One is at B, two at C and one at D. The pirates fight to the death.*

- Pilot: ST10 DX11 IQ11; Laser 2D6+2; Space Suit 1/1; Pilot+1.
- Pirates (3): ST11 DX11 IQ10; Laser 2D6+2; Space Suit 1/1.

If you survive, you can search the ship (016). Otherwise, you then reenter the Jelly Bean, and depart towards your objective (010).

## 012

Using open channel 16, you hail any vessels in the area. The comm responds, and an authoritative stranger says: "Please prepare for boarding. If you comply, your crew will not be harmed, and you will be able to retain your personal effects." Knowing that pirates peruse these parts, you can sound general quarters but your opposition has initiative (010), you can prepare for boarders (015), you can engage in further dialogue (013).

## 013

You reply, telling the stranger that they are welcome to board, but you only transport emergency shelter and supplies, as you are on an urgent humanitarian rescue mission. You tell them that any consideration that they provide will be heartily reciprocated in the future. To vet your mission, you transmit verifying documentation. On passing 3/IQ+Charisma or 3/IQ+Diplomacy, the pirates let you pass (014). Otherwise, the pirates attack with initiative (010).

## 014

You run last minute system checks, verifying the ship's readiness for hyperspace. You seat yourselves, buckle in and prepare for the jump. You many jump X-1 (001), Y+1 (034) or Z+1 (017).

## 015

You bolt for the arms locker, grabbing weapons and flak vests. The hatch turns and springs open. There is a mad dash as four armed men storm into the space. Set up on B, C or D on a 5x5 operations section board. The boarders enter at A; you have initiative. If you survive, the pirate ship pulls away and disappears into the void (014).

- Pirate: ST10 DX11 IQ11; Laser 2D6+2; Space Suit 1/1.
- Pirate (3): ST11 DX11 IQ10; Laser 2D6+2; Space Suit 1/1.

## 016

Searching through the dark and industrial-looking cargo bay, you find several crates or goods, apparently raided from other craft the crates are coded and locked, so you can't open them here. However, if you want, you can shuttle them back to the Jelly Bean and have them opened after you return to Nero V (CRATES). Otherwise, return to the Jelly Bean without the crate and continue (010).

## 017

A large number of contacts manifest themselves on the navigation screen; however, the contacts are all stationary. Further electronic probing shows these vessels to be unmanned and unpowered. Apparently, you are in some sort of spacecraft junkyard. If you have the plotword CUBE, go to (008). If you want, you can don space suits, arm yourselves and board a random vessel (018) or (019), or you can depart X-1 (002), Y+1 (037) or Z-1 (009).

## 018

You are in the operations section of an abandoned port craft, a short-ranged craft designed for port utility. The craft appears to

have been out of commission for many years. You can explore engineering (023) or return to the Jelly Bean (017).

*If you are carrying a spare power cell, on passing 3/IQ against Systech, you are able to bring up the operations console. You find that the vessel is registered to Lord Grayson, a local pirate also referred to as "Grayson the Terrible." The vessel has fittings for weapons pods, as if she were configurable as a gunboat.*

## 019

You are in the operations section of a seemingly long abandoned shuttlecraft. As you look through the engineering section and the small passenger compartment (020), you find that the small vessel appears up armored, overpowered, and configured for weapons fittings. A red skull adorns a bulkhead with the letters "LG" marked below. It appears that the craft has been recently powered on. This is uncharacteristic of a shuttle craft (017).

## 020

You look at a small stateroom, sealed off and locked. Despite the craft's age, it seems strangely in good repair. Your hand weapons are not powerful enough to break into the partition. On passing 3/IQ against Locks, you are able to open it (021). Otherwise, return to (019).

## 021

You are in a dark cramped chamber that hides a variety of boxes. You pry open a box or two, and among various boxes of worthless goods, you find a box of 4x frag grenade 3D6 and a separate box of 4x 5ST med boosters. Clearly, someone here was arming for battle (020).

## 022

Despite the heavy static interference of the strange EM storm, you deftly tune the communicator to a point where you get an intelligible signal. You overhear what appears to be a verbally coded challenge/response. The first speaker challenges with: "Who is our lord?" The second speaker replies: "The Terrible." (032)

## 022B

As the asteroid tumbles through the void, you align your ship with its rotation. You sensors show a dormant man-made building, apparently some type of storage facility, hidden among the rock formations on the asteroid below. If you want, you can don space suits and investigate. Otherwise, return to (024).

*If you inspect the facility, you find a cache of crates with inventory labels indicating food, clothing, charge packs, small arms and ammunition. Unfortunately, the crates are heavily locked and tied down. All crates bear the marking*

*of a red skull and the letters "LG." You will have to return here when your mission is over (024).*

## 023

The long-deserted engineering section holds powerful drives; more powerful than is required for a port craft. The compartment also seems substantially armored, which also is not consistent with a port craft (018).

*On passing 3/IQ+mechanic, you notice signs that the drives have recently been tested.*

## 024

Surprising even yourself, you deftly wheel the ship around, nosing towards the gyrating field of ship-eating asteroids. However, before you dive in, you notice that you are getting some strange readings from one of the asteroids on the edge of the field. You can investigate the asteroid (022B), or you can jump X-1 (027), Y-1 (009), or Z+1 (037).

## 025

Any reply except for "The Terrible" puts you in the lethal path of the searing beam weapons of the gunboats. If you made the wrong reply, return to (038)—only the pirates have surprise.

*If you replied "The Terrible," the gunboats drop their weapons lock and lower their shields. One gunboat captain tells you to stand by for inspection. You can attack with surprise (038), or you can allow the gunboat crew to board your vessel. If you allow them to board, they will attack as soon as they see you face to face and realize that they have been hoodwinked. If you survive, return to (038) and fight it out with the gunboats.*

• *Boarding party (3): ST11 DX11 IQ10; Hand Laser 2D6+2, Flak Vest 3/1*

## 026

You are at A on a 5x5 board; the opposing crew is at B. Fearful for their criminal past, the vicious pirates fight to the death. If you survive, you recover 2x 5-point Med Boosters on the bodies of the pirates. You position yourselves on the Jelly Bean and depart (029).

*If you capture a pirate, you may interrogate him. On winning 3/IQ+Interrogation against the pirate, you learn that Lord Chesky, the local warlord, is desperately trying to consolidate local power. He is stockpiling weapons & supplies, in anticipation of an attack by his arch nemesis, "Grayson the Terrible." (029)*

• *Pilot: ST10 DX11 IQ11; Pilot+1; Light Blaster 2D6; Flak Vest 3/0.*

• *Crew (3): ST10 DX11 IQ11; Light Blaster 2D6; flak vest 3/0.*

## 027

You come out of hyperspace, your mouth dry and your guts churning from the physiological

effects of the jump. Your navigation screen alerts with colorful icons, signaling contacts. As you gather your bearings, you are hailed on the open channel. Do you want to answer the hail (030), or immediately attack with initiative (028)?

## 028

You must protect yourself and continue your mission of mercy. Without hesitation, you sound general quarters as your people run to their battle stations. The warlord's gunboats will destroy all but your operations section, then board. If you board or get boarded, go to (026).

• *Gunboat (2): D6/2, Maneuver+0, Engineering1, Operations1.*

## 029

The icons and lights on the navigation screen flash with a multitude of colors. You quickly check the ship's systems monitors to assure yourself that functionality is intact. You then make sure that everyone is strapped in. You can jump X+1 (034), Y-1 (001), Z+1 (032).

## 030

You open the hailing frequency, curiously as to what you will find. A face appears on the communications screen and begins.

"You are entering the sovereign sector of Lord Chesky. You will be granted safe passage upon a tariff of 1/10 of your transported goods, or upon an immediate transfer of 10K credits."

With your stomach tightening, you weigh your mission against this wrongful detention at the hands of this petty warlord. You can give up 1/10 of your goods (029), but you do not have 10K credits at your disposal. On the other hand, resenting this extortion, you can attack, though your opponents will have initiative (028).

## 031

You give up 1/10 of your cargo, but it is a small price to pay to rapidly continue upon your vital rescue mission. However, you note this location as the local warlord will eventually have to be punished. The warlord keeps his word, and you are let on your way (029).

## 032

You ease into an uncharted sector of space. Navigation equipment is erratic, and sensor screens show electromagnetic disturbances. Apparently, you are caught in an electromagnetic storm of some sort. Lights, sensors and computers fade in and out as of on a rhythmic basis.

*On passing 3/IQ against Systech, go to (022). Roll on die. On a one or two, all hand energy weapons in the Jelly Bean have their damage permanently increased by +2, but are useless after the adventure is over. On a roll of three or*

*four, all Med Boosters have their rating increased by one. On a roll of five or six, all character check 3/ST. Those that pass gain one XP. (033)*

## 033

Despite static and ghost readings on the sensors and navigational equipment, you manage to fix your position, and determine jump routes away from this place. The craft's engines roar as you prepare to enter hyperspace. You can jump X+1 (037), Y-1 (002), or Z-1 (027).

## 034

You come out of hyperspace, your head spinning and your stomach in knots. Glancing up at the sensor screen, you see an enormous asteroid filling the screen, barreling in on you at an alarming velocity. Quickly you take charge of the piloting controls. On passing 3/DX against Pilot, go to (035). Otherwise, you veer away from the asteroid, but not in time to avoid a horrific scraping sound from the external hull (036).

## 035

With your adrenaline pumping, you barely skirt the edge of the tumbling asteroid. However, more fill the sensor screen and you are on edge for the next several minutes as you gingerly pick a path through the lethal asteroid field. Finally, you clear the last asteroids, finding yourself in the quiet safety of space. You can turn back and go through the asteroid field again for fun (024), or you can jump X-1 (027), Y-1 (009), or Z+1 (037).

## 036

Sensor flash warnings and alarms sound as your console warns of hull damage. You have no time but to focus on the sea of asteroids coming your way. You desperately dodge and tack, your nerves on edge. Then, as suddenly as it started, you are clear of the field, viewing only a relaxing, empty screen. Unfortunately, your ship takes D3 damage. You can turn back and go through the asteroid field again for fun (024), or you can jump X-1 (027), Y-1 (009), or Z+1 (037).

## 037

You adjust the controls on the sensor screens, looking at the image of *Orion Waning* below. The planet looks so peaceful and serene from out here in space.

If this is your first time here, go to (038). You can hail the colony (039), or if the cargo compartment is still intact, you can send your shuttle down to the star base below (040). When you are ready to return to Nero V, you can jump X-1 (032), Y-1 (017) or Z-1 (034).

## 038

Glancing up at the sensors, you see two gunboats closing with their shields raised. A

quick system scan identifies weapons lock-on. Over the communications panel, a figure appears and cryptically asks: "Who is our Lord?"

If you wish to respond, decide what you will say and go to (025). Otherwise, sensing imminent disaster, you sound general quarters. Your crew runs to their battle stations, shields go up and weapons energize. The gunboats will destroy all but your operations section, whereupon they will board, seizing the ship and killing the survivors.

*If you board the gunboats and search it, on passing 3/IQ against Systems Tech, you are able to download a lightly-encrypted operational order message (BATTLEPLAN). Otherwise, return to (037).*

- *Gunboat (2): D6/3, Maneuver+1, Engineering2, Operations2.*

*Crew (for each gunboat):*

- *Pilot/Navigator: ST10 DX10 IQ11; Hand Laser 2D6+2; Pilot+1*

- *Boarding party (3): ST11 DX11 IQ10; Hand Lasers 2D6+2*

## 039

You hail the colony under the Empire's encrypted channel. Static and electronic garbage dominate the channel, but you are able to make out a face and voice. The contact warns that the colony has just beaten off a determined attack, but requires heavy weapons to avoid overrun. Unfortunately, the Jelly Bean lacks ground support weapons. Your only option is immediate evacuation. You can either send down your shuttle (040), or if your cargo department is destroyed, request alternate recommendations (043).

## 040

Sweating under the pressure of the lives at stake, you decide who goes on the landing party, remembering one man must stay behind to defend the craft. *Decide what arms and armor you carry!* You transmit estimated landing time, warning the colonists to be ready at the star port for evacuation. You board the shuttle, quickly strap in, and scream down to the surface in a hair-raising drop. As you watch the alarmingly fast-approaching ground, the shuttle's thrusters kick on, smashing you into your seats as the shuttle settles onto the spaceport. You quickly check your arms and armor, throw down the ramp, and run out, hoping to find the colonist for evacuation (041).

## 041

You are at A on a 5x5 board, aggressors at C interdict your path to the colonists. To rescue the colonists, you must kill all the aggressors and cross the board, retrieving the colonists. If

successful, you are able to herd the colonists onto the shuttle, close the ramp, and blast off, linking up with the Jelly Bean, in orbit around Orion Waning (042). *On passing 3/IQ, you notice that the aggressors bore insignia of a red skull and the letters "LG."*

- *Aggressors (4): ST11 DX11 IQ10; Laser Rifles 2D6+2; Flak Vests 3/0.*

## 042

You are safely aboard the Jelly Bean, after cramming all the colonists into your craft. Colorful lights flash on the sensors and navigational screens, indicating the hull integrity, engineering and all systems are ready for flight. You do one last check of the navigational bearings, and punch in your jump coordinates. You can jump X-1 (032), Y-1 (017) or Z-1 (034).

## 043

The colony commander says that they can prepare an old shuttle craft and rendezvous with the Jelly Bean. They give ongoing reports as they race to their shuttle and start the thrusters for blast off. In the background, there are screams, blasts and weapons fire as the colonists run for survival. You cringe with fear as you hear the reports. Finally, the reports calm, their shuttle blasts off, and shortly thereafter, it meets with the Jelly Bean (042).

## 044

Upon arrival on Nero V, you take out the crate that you recovered from the pirate vessel and have the station's locksmith open it up. The door slides open on smooth tracks and locks with an echoing "boom." You climb into the crate, and examine the inventory, matching the list items with the serial numbers on the internal boxes. As a very nice surprise, you find that it is a shipment of weapons and ammunition that was bound for Orion Waning's defense. The shipment disappeared several weeks ago, along with the tramp steamer that was transporting it. Everyone suspected pirates, and your suspicions are confirmed. The station commander will be pleased with the find, especially now that Orion Waning has been overrun. Everyone in the party gains one karma point (046).

## 045

The colonists are immensely grateful, and all tell you how much they are in your debt. Along with the colony commander, you go to the outpost commander's office, where you meet with the commander of Nero V.

The commander congratulates you, and expresses his joy that you were able to recover the colonists. However, there is no time to waste, and the commander order preparations for

improved defenses, and the possibility of sector turmoil. You have the additional manpower of the colonists, and you feel as ready as you can be. The future is uncertain, but hope is alive and well on Nero V. THE END.

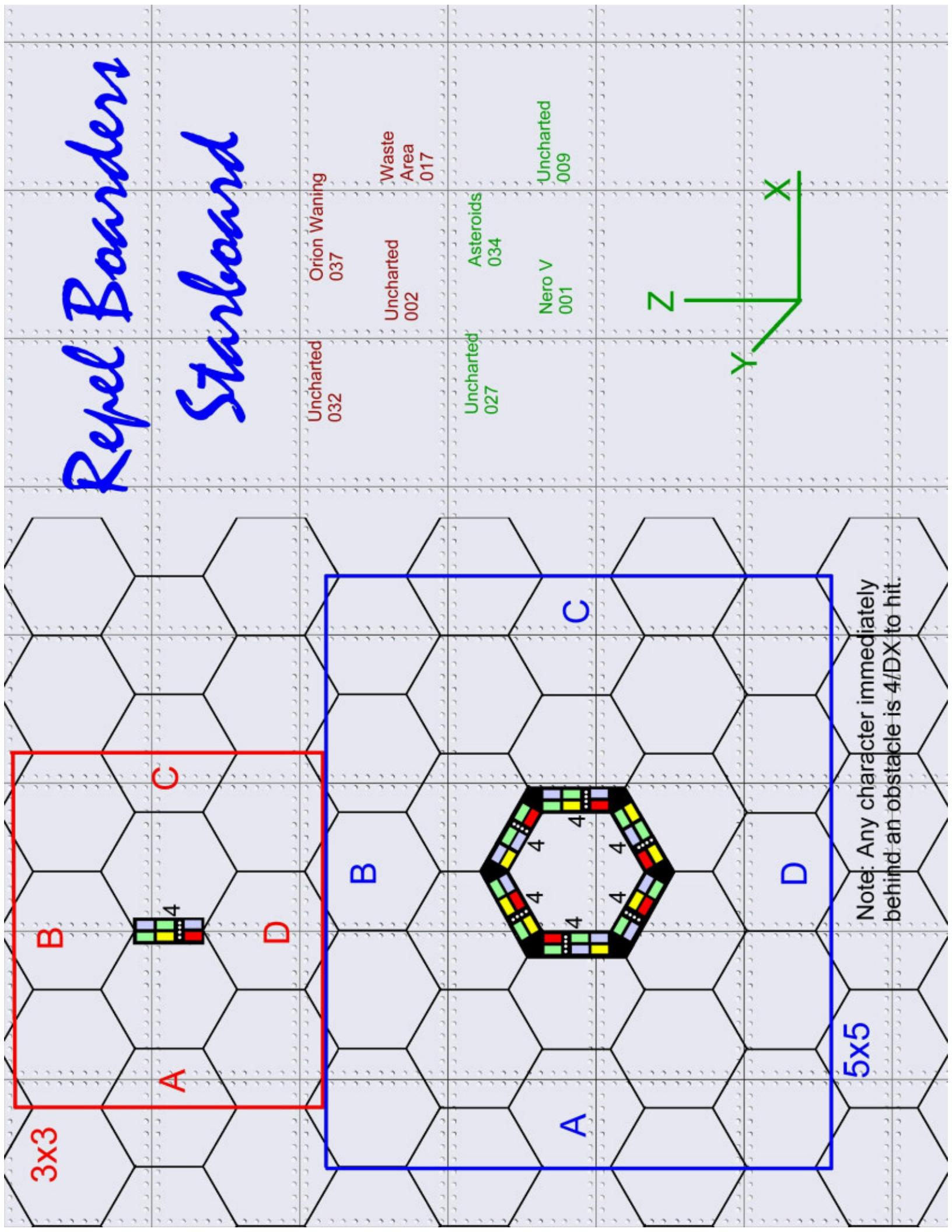
## **046**

You dock at Nero V, finally heaving a sigh of relief that you are home. If you have the plotword CRATES, go to (044), BATTLEPLAN, got o (047). If you have recovered the colonists, go to (045). Otherwise, you feel under a cloud as you make your way to the outpost commander's office. Upon arrival, you tell the commander of your journey, and the fate of the colonists on Orion Waning. The commander is greatly saddened by the loss, but realizes that it is time to make preparations for improved defenses, and possibly a greater sector conflict. The commander sends off a distress message to the empire, but here on the periphery, you have little hope that you won't be ignored. It is a black day on Nero V, and the future is grim. THE END.

## **047**

Nero V's powerful computers are able to decrypt the message. The message shows the battle plan for taking over Orion Waning. Though this is old news, it gives insight into the composition of the attacking forces, as well as the opposition's tactics. With this information in hand, defense of Nero V will be much more effective. The commanding officer commands you. Each character gains a karma point (046).

# Rebel Boudoir Standard



Note: Any character immediately behind an obstacle is 4/DX to hit.

5x5